

Black Pearl VS Flying Dutchman

Scenario 3



Prepare to board, the « Black Pearl » and the « Flying Dutchman » are face to face. Exterminate the living dead, save your captain, and take care of the cannonballs that fly above your head. The kraken is attacking both ships, get rid of it ! Before you sink...

TITLE

The Guild with the most value of treasures at the end of the scenario wins the title « **The Cursed** », you won't take the first death token in the next scenario.

QUESTS

PVE :

- **Repel the Kraken**
- **Save the captain**

PVP

- « **Kill X Guild Hero** »

REWARD CARD

- Captain's blade (R-UP) (1st to save the captain)
- Collector' Plate (INFR-LD) (1^{er} to repel the kraken)



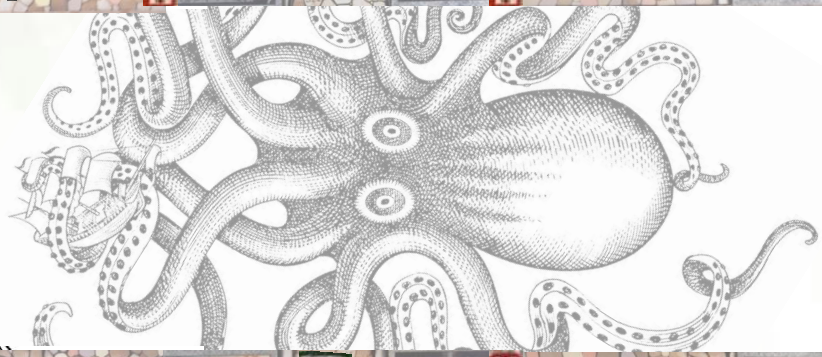
SPECIAL SETUP

- The 3 tiles up and down on the map represent the 2 ships.
- At the beginning of the scenario, you have to choose a hero that will be the captain in prison and put him in the blue space close to the other player starting area. He won't be able to play until he's set free.
- All treasure token must be shuffled with 2 other exploration tokens and 4 quest tokens. Each time a hero discovers a treasure, he is cursed and takes one damnation token.
- The tentacles are shown on the map, you can put any token to represent them (like death tokens).

SPECIAL RULES

- To succeed the quest Repel the kraken, you have to cut one tentacle, and you have to inflict at least 1 wound twice, to kill it.
- If you succeed to free your captain, meaning you open the door from the outside like any door. You win the quest Save the Captain. You can now use it normally. So the beginning of the scenario is played with only two heroes. You can't kill or attack the captain of the enemy team even when he is free.
- The quest tokens are cannonballs, you can keep it on your heroes, and use it against an enemy hero if you go on the canon space. The target must be on the other ship, you can't fire the cannon if the target is on the same ship as you are. It deals 3 wounds to the target. It can count as a PvP quest if you kill a hero with it.





11B 3A 12B

9A 1A 7A

GH
Ghost
x4

SZ
Slasher
Zombie x2

SK
Skelebone
x6


Spawn
token x4


Exploration
token x12


Portal x4

 x20
 x3

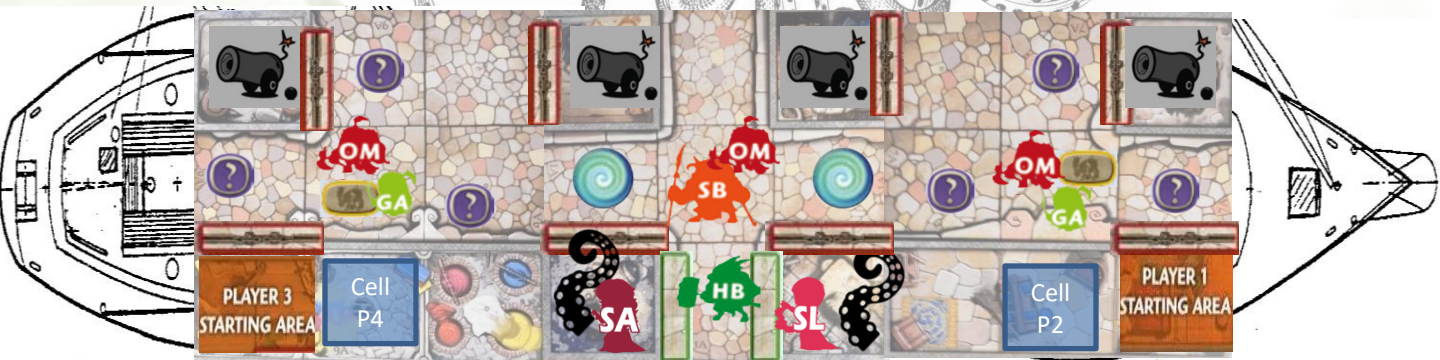
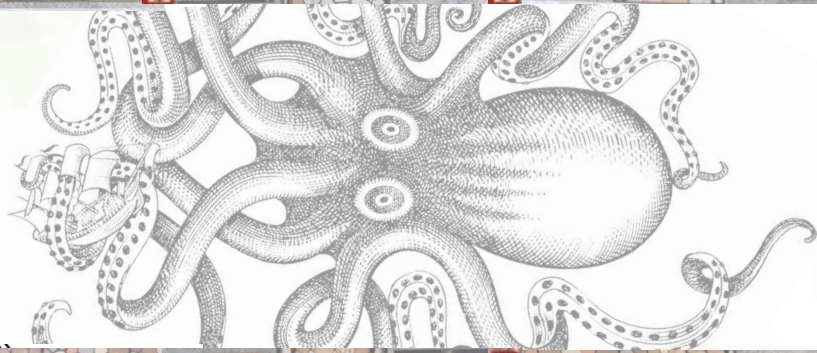

Quest
tokens x4

NG
Necromancer
x2

AZ
Axe Flinger
Zombie x4

Arcadia Quest Base Game Map.


Special Rules : Only the monsters and tiles has been modified, the rules are the same. If you don't have damnation tokens, you will take 1 death token every 2 treasures your hero finds.



2B | 3A | 4B

9A | 1A | 7A

 Portal x6
 Exploration token x12
 Spawn token x4
 Portal x2
 Quest tokens x4

 x20
 x7

 Goblin Archer x6
 Sister of Pain x2
 Spear Beastman x2
 Sister of Pleasure x2
 Hammer Beastman x2
 Orc Marauder x6

